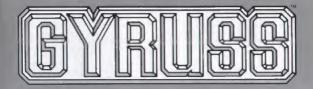
PARKER BROTHERS

ARCADE/ACTION



CARTRIDGE FOR COMMODORE 64

Under License from Konami Industry Co., Ltd.

Three billion miles is a long way from home. But there's no shorter route from outer Neptune to Earth. As if that weren't enough...it's got to be a shoot-out all the way You alone in your rapid firing spaceship, swirling in a circular flight pattern...orbiting to the right arcing to the left frying to mow down wave after wave of enerny plane formations, rocketing meteors and runaway satelites Stops at Uranus, Saturn, Jupiter and Mars will mark your progression towards Earth. Each one's a short visit, though. Then it's off again to the next planet-and the next wave of enemies. Reach Earth in one piece and maybe you'll think twice about leaving home. Then again maybe not!

Setting the Console Controls

- 1. Place the cartridge firmly into the cartridge slot in the console
- Plug the joystick controllers firmly into Control Ports 1 and 2. For a oneplayer game, use Control Port 1
- 3. Turn the ON/OFF switch to ON. The title screen will appear showing the planet Earth.
- 4. Press £5 to choose either a oneplayer or two-player game.
- 5. To begin playing, press the FIRE but-
- ton on the loystick controller or press F1. At any time during the game, you may press F7 to freeze the action. Simply press F7 again to restart the action. Also, you may press F3 to restart the game from the beginning.

The Joystick Controller



The joystick controls your spaceship's circular flight patient through space Simply move the joystick in a circular motion to do sa. Press the FIRE button to fire your spaceship's ammunition.

Object

To make the journey from beyond Neptune to the sanctuary of Earth, defeating enemy planes, avoiding meteors and safellites, and reaching interim planets along the way.

Playing

After you press the FIRE button to

begin, the screen shows:

• the 1st player's score in the upper left.

corner, the 2nd player's scote in the upper right

 the stage number in the upper center

your 1st spaceship in the lower center

remaining spaceships in the lawer left

Warps: The first screen also tells you "2WARPS TO NEPTUNE" A warp is one stage of bottlie against the enemy planes that guard the planets of your destination. It takes 2 warps to reach Neptune and 3 warps to reach each of the subsequent planets. There will be a prier pause between each warp all which time your spaceship speeds towards the next planet. and its next endounter. Also at this time, the screen gives you the remaining number of warps to go.

The stage number at the top of the screen keeps track of the total number of warps and Chance Stages (as described below) you complete during a game:

Enemy formations: Within each warp. you'll face four different formations of enemy planes. The formations emerge from the center of the screen where the planes band together Sometimes they emerge from off screen where they can create a suprise attack In either case, shoot down as many planes within the formation as you can and don't let them hit your own ship. Planes fire missiles, too ... your only option... avoid them or be shot down! After the last formation appears, all the planes not shot down will regroup in the center and attack again. They will continue to do so until you've eliminated the last one-unless, of course, one eliminates you first. But planes are not all you need to

worry about. There are swirling and deadly satellites and meteors, too.

Safelliles: There are two types of safetites. One type toks like gant blue molecules and appears in threes. Try to shoot them adout for points. Shoot the middle safetities, and your ship gains double-fire power. The ship will continue to have this power until if goes down. (Note Sametimes the middle safetite glaws aronge it will give you the same result as the blue.) Electromagnetic wave-emitting pairs are the other type of safetite.

Electromagnetic wave-emitting pairs are the other type of satellite. Shoot them down to break the wave between them and rack up points while you're at it!

Meleons: Meleors are a third type of enemy to watch out for. Meleors look like large rocks and cannot be destroyed. So stay clear of them? Come out alike after completing the two or three warps necessary to reach a plantal, and that planet appears on screen. After a brief breather, you'll enter the Chance Stage.

The Chance Stage: The Chance Stage occurres upon greeching a planet During this stage, you get a chance to rock up points. One at a time, four different enemy plane formations will appear on screen. But they have no power to destroy you. So position yourself for maximum firing occuracy Borrus points are awarded at the end of the Chance Stage. When the Chance Stage is over. It's aff to the next planet and the next barrage of warps:

The Planets: In case you need to be reminded. . The planets along your journey through our solar system appear in this order Neptune. Uranus. Saturn, Jupiter, Mars, and Earth.

The Music: You're listening to Johann Sebastian Bach's Tocatta and Fugue in D Minor

Bonus spaceships: Score 60,000 points and you're awarded with an additional spaceship. Every 100,000 points thereafter awards you another one:

End Of Game

The game ends when you lose your last spaceship if you should reach Earth with at least one remaining spaceship, you'll confinue the game with Neptune as the first stop once again.

To play again, press F3.

Two-Player Games

In a fwo-player game, the left player goes first; players atternate turns. Your turn ends when you lose a spaceship

Scoring

Points accumulate at the top of the screen throughout your turn.	
Targets Enemy plane.	Point
Entire formation:	
151	
2nd	
3rd	2000
4th	2500
Molecular safellites:	
1st destroyed	.500
2nd destroyed	
3rd destroyed	
With double bullet fire:	
1st destroyed	
2nd destrayed	1500
Electromagnetic satellite	
During Chance Stage:	
Enemy plane	
Bonus points	. 100
x the number of plane	s shot dowl
Super Bonus points	-0.44
for all four formations	10.000

Grand British Control

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